

## WHAT IS CLAIMED IS:

1. A gaming apparatus, comprising:
  - a display unit that is capable of generating video images;
  - a value input device; and
  - 5 a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,
    - said controller being programmed to cause said display unit to display a video image of a keno game, said video image comprising an
    - 10 image of a plurality of keno numbers,
    - said controller being programmed to receive wager data representing a plurality of wagers, each of said wagers comprising one or more keno numbers selected by a person,
    - said controller being programmed to randomly select a wager
    - 15 from said plurality of wagers;
    - said controller being programmed to replace one or more person-selected keno numbers of said randomly selected wager with a wild symbol, said wild symbol representing any of said plurality of keno numbers;
    - said controller being programmed to randomly select one or
    - 20 more keno numbers from said plurality of keno numbers;
    - said controller being programmed to compare said person-selected keno numbers to said randomly selected keno numbers,
    - said controller being programmed to determine said wild
    - 25 symbol to match one or more of said randomly selected keno numbers,
    - said controller being programmed to determine whether a sufficient number of matches exist between said person-selected keno numbers and said randomly selected keno numbers, and
    - said controller being programmed to determine a value payout
    - 30 associated with an outcome of said game.
2. A gaming apparatus as defined in claim 1, wherein said controller is programmed to randomly replace said one or more person-selected keno numbers of said randomly selected wager with said wild symbol.

3. A gaming apparatus as defined in claim 1,  
wherein said controller is programmed to receive wager data  
representing a plurality of wagers from a plurality of persons, each of said wagers  
5 comprising one or more keno numbers selected by each of said persons from said  
plurality of keno numbers,  
wherein said controller is programmed to select a person from said  
plurality of persons, and  
wherein said controller is programmed to replace one or more of said  
10 person-selected keno numbers of said selected person with said wild symbol.
4. A gaming apparatus as defined in claim 1,  
wherein said controller is programmed to associate a multiplier factor  
with said randomly selected wager, and  
15 wherein said controller is programmed to multiply said value payout  
by said multiplier factor.
5. A gaming apparatus as defined in claim 4,  
wherein said controller is programmed to randomly assign a value to  
20 said multiplier factor, and  
wherein said controller is programmed to multiply said value payout  
by said randomly assigned value.
6. A gaming apparatus as defined in claim 4, wherein said controller is  
25 programmed to randomly associate said multiplier factor with said wild symbol.
7. A gaming system comprising a plurality of gaming apparatuses as  
defined in claim 1, said gaming apparatuses being interconnected to form a network  
of gaming apparatuses,  
30 wherein said controller is programmed to receive wager data  
representing at least one wager from each of said gaming apparatuses, each of said  
wagers comprising one or more keno numbers selected by a person,  
wherein said controller is programmed to randomly select a gaming

apparatus from said plurality of gaming apparatuses, and

wherein said controller is programmed to replace one or more person-selected keno numbers of said randomly selected gaming apparatus with said wild symbol.

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8. A gaming apparatus, comprising:

a value input device;

a controller operatively coupled to said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

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said controller being programmed to receive wager data in response to a wager made by a person on a game, said wager data comprising a first subset of numbers selected by said person from a range of numbers,

15

said controller being programmed to receive data representing a second subset of numbers randomly selected from said range of numbers,

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said controller being programmed to replace one or more numbers in at least one of said first subset and said second subset with a non-numeric symbol representative of more than one number from said range of numbers,

25

said controller being programmed to determine whether any of said numbers in said first subset match numbers in said second subset, wherein said non-numeric symbol matches at least one number from said second subset if said non-numeric symbol replaced a number in said first subset,

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wherein said non-numeric symbol matches at least one number from said first subset if said non-numeric symbol replaced a number in said second subset,

said controller being programmed to determine a value payout associated with an outcome of said game.

9. A gaming apparatus as defined in claim 8 further comprising a display

unit that is capable of generating video images,

wherein said controller is operatively coupled to said display unit, and

wherein said controller is programmed to cause a video image representing said game to be generated on said display unit, said video image comprising said second subset.

10. A gaming apparatus as defined in claim 9, wherein said video image comprises a plurality of lottery numbers.

11. A gaming apparatus as defined in claim 9, wherein said video image comprises said first subset including said non-numeric symbol.

12. A gaming apparatus as defined in claim 8, wherein said controller is programmed to randomly select said second subset of numbers from said plurality of numbers.

13. A gaming apparatus as defined in claim 8, wherein said controller is programmed to make an automated selection of said first subset of numbers from among said range of numbers in response to an action by said person.

14. A gaming apparatus as defined in claim 8, wherein said controller is programmed to randomly replace said one or more numbers with said non-numeric symbol.

15. A gaming apparatus as defined in claim 8, wherein said controller is programmed to receive wager data representing a plurality of wagers, each of said wagers comprising a first subset of numbers selected by a person,

wherein said controller is programmed to select a wager from said plurality of wagers, and

wherein said controller is programmed to replace one or more numbers in said first subset of said selected wager with a non-numeric symbol.

16. A gaming apparatus as defined in claim 8,  
wherein said controller is programmed to randomly associate a  
multiplier factor with said wager, and

5 wherein said controller is programmed to multiply said value payout  
by said multiplier factor.

17. A gaming apparatus as defined in claim 16,  
wherein said controller is programmed to randomly assign a value to  
10 said multiplier factor, and

wherein said controller is programmed to multiply said value payout  
by said randomly assigned value.

18. A gaming apparatus as defined in claim 16, wherein said controller is  
15 programmed to randomly associate said multiplier factor with said non-numeric  
symbol.

19. A gaming apparatus as defined in claim 8, wherein said controller is  
programmed to issue a ticket voucher comprising said first subset of numbers and said  
20 non-numeric symbol.

20. A gaming apparatus as defined in claim 8, wherein:  
said controller is programmed to receive wager data in response to  
wagers made by a plurality of persons, each of said wagers comprising a first subset  
25 of numbers selected by a person from said range of numbers,

said controller is programmed to select a person from said plurality of  
persons, and

said controller is programmed to replace one or more numbers in said  
first subset of said selected person with said non-numeric symbol.

30 21. A gaming system comprising a plurality of gaming apparatuses as  
defined in claim 8, said gaming apparatuses being interconnected to form a network  
of gaming apparatuses.

22. A gaming system as defined in claim 21,  
wherein said controller is programmed to receive wager data  
representing at least one wager from each of said gaming apparatuses, each of said  
5 wagers comprising a first subset of numbers selected by a person,  
wherein said controller is programmed to select one or more of said  
plurality of gaming apparatuses, and  
wherein said controller is programmed to replace one or more numbers  
in said first subset of said one or more selected gaming apparatuses with said non-  
10 numeric symbol.

23. A gaming system as defined in claim 21,  
wherein said controller comprises a central lottery controller,  
wherein each of said gaming apparatuses comprise a lottery terminal  
15 unit operatively coupled to said central controller, each lottery terminal comprising:  
a ticket printer capable of generating ticket vouchers, and  
a terminal controller operatively coupled to said ticket printer,  
said terminal controller comprising a processor and a memory operatively  
coupled to said processor,  
20 wherein said terminal controller is programmed to allow  
said person to make a wager,  
wherein said terminal controller is programmed to allow  
said person to select said first subset of numbers from said range of  
numbers,  
25 wherein said terminal controller is programmed to  
communicate said wager data to said central controller,  
wherein said terminal controller is programmed to cause  
said ticket printer to issue a ticket voucher comprising said first subset  
of numbers,  
30 wherein said numbers represent lottery numbers of a government-  
sponsored lottery game.

24. A gaming system as defined in claim 21, wherein said gaming

apparatuses are interconnected via the Internet.

25. A gaming apparatus, comprising:

a value input device;

5 a controller operatively coupled to said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

10 said controller being programmed to receive wager data in response to a wager made by a person on a game, said wager data comprising a first plurality of indicia of a first type selected by said person,

said controller being programmed to receive data representing a second plurality of indicia of said first type, said second plurality of indicia of said first type being randomly selected,

15 said controller being programmed to replace one or more of said indicia of a first type in at least one of said first plurality of indicia and said second plurality of indicia with an indicia of a second type,

20 said controller being programmed to determine whether any of said first plurality of indicia of a first type match any of said second plurality of indicia of a first type,

said controller being programmed to match said indicia of a second type with at least one of said second plurality of indicia of a first type if said indicia of a second type replaced an indicia of a first type from said first plurality of indicia,

25 said controller being programmed to match said indicia of a second type with at least one of said first plurality of indicia of a first type if said indicia of a second type replaced an indicia of a first type from said second plurality of indicia, and

30 said controller being programmed to determine a value payout associated with an outcome of said game.

26. A gaming apparatus as defined in claim 25 further comprising a display unit that is capable of generating video images,

wherein said controller is operatively coupled to said display unit, and  
wherein said controller is programmed to cause a video image to be  
generated on said display unit, said video image representing a lottery game.

5           27.    A gaming apparatus as defined in claim 26, wherein said video image  
comprises a plurality of lottery numbers.

          28.    A gaming apparatus as defined in claim 26,  
          wherein said video image comprises said first plurality of indicia of a  
10   first type and does not comprise said indicia of a second type, and  
          wherein said controller is programmed to issue a ticket voucher  
comprising said first plurality of indicia of a first type and said indicia of a second  
type.

15           29.    A gaming apparatus as defined in claim 26, wherein said video image  
comprises said first plurality of indicia of a first type including said indicia of a  
second type.

          30.    A gaming apparatus as defined in claim 25, wherein said indicia of a  
20   first type comprises lottery numbers.

          31.    A gaming apparatus as defined in claim 25, wherein said controller is  
programmed to make an automated selection of said first plurality of indicia of a first  
type in response to an action by said person.

25           32.    A gaming apparatus as defined in claim 25, wherein said controller is  
programmed to randomly select said second plurality of indicia of said first type.

          33.    A gaming apparatus as defined in claim 25, wherein said controller is  
30   programmed to randomly replace said one or more indicia of a first type with said  
indicia of a second type.



34. A gaming apparatus as defined in claim 25,  
wherein said controller is programmed to receive wager data  
representing a plurality of wagers, each of said wagers comprising a first plurality of  
indicia of a first type selected by a person,  
5 wherein said controller is programmed to select a wager from said  
plurality of wagers, and  
wherein said controller is programmed to replace an indicia from said  
first plurality of indicia of a first type of said selected wager with an indicia of a  
second type.  
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35. A gaming apparatus as defined in claim 25,  
wherein said controller is programmed to randomly associate a  
multiplier factor with said wager, and  
wherein said controller is programmed to multiply said value payout  
15 by said by said multiplier factor.
36. A gaming apparatus as defined in claim 35,  
wherein said controller is programmed to randomly assign a value to  
said multiplier factor, and  
20 wherein said controller is programmed to multiply said value payout  
by said randomly assigned value.
37. A gaming apparatus as defined in claim 35, wherein said controller is  
programmed to randomly associate said multiplier factor with said indicia of a second  
25 type.
38. A gaming apparatus as defined in claim 25,  
wherein said controller is programmed to receive wager data in  
response to wagers made by a plurality of persons, each of said wagers comprising a  
30 first plurality of indicia of a first type selected by a person,  
wherein said controller is programmed to select a person from said  
plurality of persons, and  
wherein said controller is programmed to replace an indicia from said

first plurality of indicia of a first type of said selected person with said indicia of a second type.

5           39.    A gaming system comprising a plurality of gaming apparatuses as defined in claim 25, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

          40.    A gaming system as defined in claim 39,  
                wherein said controller is programmed to receive wager data  
10       representing at least one wager from each of said gaming apparatuses, each of said wagers comprising a first plurality of indicia of a first type selected by a person,  
                wherein said controller is programmed to select one or more of said plurality of gaming apparatuses, and  
                wherein said controller is programmed to replace an indicia from said  
15       first plurality of indicia of a first type of said one or more selected gaming apparatuses with said indicia of a second type.

          41.    A gaming system as defined in claim 39,  
                wherein said controller comprises a central lottery controller,  
20       wherein each of said gaming apparatuses comprise a lottery terminal unit operatively coupled to said central controller, each lottery terminal comprising:  
                a ticket printer capable of generating ticket vouchers, and  
                a terminal controller operatively coupled to said ticket printer,  
                said terminal controller comprising a processor and a memory operatively  
25       coupled to said processor,  
                wherein said terminal controller is programmed to allow said person to make a wager,  
                wherein said terminal controller is programmed to allow said person to select said first plurality of indicia of a first type,  
30       wherein said terminal controller is programmed to communicate said wager data to said central controller,  
                wherein said terminal controller is programmed to cause said ticket printer to issue a ticket voucher comprising said first

plurality of indicia of a first type,  
wherein said first plurality of indicia of a first type represent lottery  
numbers of a government-sponsored lottery game.

5           42. A gaming system as defined in claim 39, wherein said gaming  
apparatuses are interconnected via the Internet.

          43. A gaming method comprising:  
          receiving wager data in response to a wager made by a person on a  
10       game, said wager data comprising a first plurality of indicia of a first type  
selected by said person;  
          receiving data representing a second plurality of indicia of said first  
type, said second plurality of indicia of said first type being randomly selected,  
          replacing one or more of said plurality of indicia of a first type from at  
15       least one of said first plurality of indicia and said second plurality of indicia  
with an indicia of a second type;  
          determining whether any of said first plurality of indicia of a first type  
match any of said second plurality of indicia of a first type;  
          matching said indicia of a second type with at least one of said second  
20       plurality of indicia of a first type if said indicia of a second type replaces an  
indicia of a first type from said first plurality of indicia;  
          matching said indicia of a second type with at least one of said first  
plurality of indicia of a first type if said indicia of a second type replaces an  
indicia of a first type from said second plurality of indicia, and  
25       determining a value payout associated with an outcome of said game.

          44. A gaming method as defined in claim 43 further comprising causing a  
video image representing said game to be generated, said video image comprising an  
image of said second plurality of indicia of a first type.  
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          45. A gaming method as defined in claim 43, wherein replacing one or  
more of said plurality of indicia of a first type with an indicia of a second type  
comprises randomly replacing one or more of said plurality of indicia of a first type

with an indicia of a second type.

5           46.    A gaming method as defined in claim 43 additionally comprising automatically selecting said first plurality of indicia of a first type in response to an action by said person.

          47.    A gaming method as defined in claim 43 additionally comprising randomly selecting said second plurality of indicia of said first type.

10           48.    A gaming method as defined in claim 43 additionally comprising: randomly associating a multiplier factor with said wager, and multiplying said value payout by said multiplier factor.

15           49.    A gaming method as defined in claim 48 additionally comprising: randomly assigning a value to said multiplier factor, and multiplying said value payout by said randomly assigned value.

          50.    A gaming method as defined in claim 48 additionally comprising randomly associating said multiplier factor with said indicia of a second type.

20           51.    A gaming method as defined in claim 43, additionally comprising: receiving wager data representing a plurality of wagers, each of said wagers comprising a first plurality of indicia of a first type selected by a person; selecting a wager from said plurality of wagers; and  
25                replacing an indicia from said first plurality of indicia of a first type of said selected wager with an indicia of a second type.

          52.    A gaming method as defined in claim 43, additionally comprising: receiving wager data in response to wagers made by a plurality of  
30                persons, each of said wager comprising a first plurality of indicia of a first type selected by a person; selecting a person from said plurality of persons; and replacing an indicia from said first plurality of indicia of a first type of

said selected person with an indicia of a second type.

53. A gaming method as defined in claim 43, additionally comprising:  
receiving wager data representing at least one wager from a plurality of  
5 gaming apparatuses, each of said wagers comprising a first plurality of indicia of a  
first type selected by a person;  
selecting a gaming apparatus from said plurality of gaming  
apparatuses; and  
replacing an indicia from said first plurality of indicia of a first type of  
10 said selected gaming apparatus with said indicia of a second type.

54. A memory having a computer program stored therein, said computer  
program being capable of being used in connection with a gaming apparatus, said  
memory comprising:  
15 a memory portion physically configured in accordance with computer  
program instructions that would cause said gaming apparatus to receive wager  
data in response to a wager made by a person on a game, said wager data  
comprising a first plurality of indicia of a first type selected by said person;  
a memory portion physically configured in accordance with computer  
20 program instructions that would cause said gaming apparatus to receive data  
representing a second plurality of indicia of said first type, said second  
plurality of indicia of said first type being randomly selected;  
a memory portion physically configured in accordance with computer  
program instructions that would cause said gaming apparatus to replace one or  
25 more of said indicia of a first type in at least one of said first plurality of  
indicia and said second plurality of indicia with an indicia of a second type;  
a memory portion physically configured in accordance with computer  
program instructions that would cause said gaming apparatus to determine  
whether any of said first plurality of indicia of a first type match any of said  
30 second plurality of indicia of a first type;  
a memory portion physically configured in accordance with computer  
program instructions that would cause said gaming apparatus to match said  
indicia of a second type with at least one of said second plurality of indicia of

a first type if said indicia of a second type replaced an indicia of a first type from said first plurality of indicia;

a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to match said indicia of a second type with at least one of said first plurality of indicia of a first type if said indicia of a second type replaced an indicia of a first type from said second plurality of indicia; and

a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to determine a value payout associated with an outcome of said game.

55. A memory as defined in claim 54, wherein said memory additionally comprises:

a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to receive wager data representing a plurality of wagers, each of said wagers comprising a first plurality of indicia of a first type selected by said person;

a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to select a wager from said plurality of wagers; and

a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to replace an indicia from said first plurality of indicia of a first type of said selected wager with an indicia of a second type.

56. A memory as defined in claim 54, wherein said memory additionally comprises:

a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to receive wagers data in response to wagers made by a plurality of persons, each of said wagers comprising a first plurality of indicia of a first type selected by a person;

a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to select a person from

said plurality of persons; and

a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to replace an indicia from said first plurality of indicia of a first type of said selected person with an indicia of a second type.

57. A memory as defined in claim 54, wherein said computer program is capable of being used in connection with a central controller, said memory additionally comprising:

a memory portion physically configured in accordance with computer program instructions that would cause said central controller to receive wager data representing at least one wager from a plurality of gaming apparatuses, each of said wagers comprising a first plurality of indicia of a first type selected by a person;

a memory portion physically configured in accordance with computer program instructions that would cause said central controller to select a gaming apparatus from said plurality of gaming apparatuses; and

a memory portion physically configured in accordance with computer program instructions that would cause said central controller to replace an indicia from said first plurality of indicia of a first type of said selected gaming apparatus with said indicia of a second type.

58. A government-sponsored lottery gaming system comprising:

a plurality of lottery terminals, each lottery terminal comprising:

a ticket printer capable of generating ticket vouchers,

a value input device, and

a terminal controller operatively coupled to said ticket printer and said value input device, said terminal controller comprising a processor and a memory operatively coupled to said processor,

wherein said terminal controller is programmed to allow a person to make a wager,

wherein said terminal controller is programmed to allow said person to select a first plurality of indicia of a first type,

wherein said terminal controller is programmed to

communicate wager data to said lottery controller, said wager data comprising said first plurality of indicia of a first type, and

wherein said terminal controller is programmed to cause said ticket printer to issue a ticket voucher comprising said first plurality of indicia of a first type; and

a lottery controller operatively coupled to each of said plurality of lottery terminals, said lottery controller comprising a processor and a memory operatively coupled to said processor,

said lottery controller being programmed to receive said wager data from each of said lottery terminals,

said lottery controller being programmed to receive data representing a second plurality of indicia of said first type, said second plurality of indicia of said first type being randomly selected,

said lottery controller being programmed to replace one or more of said indicia of a first type from said first plurality of indicia with an indicia of a second type,

said lottery controller being programmed to determine whether any of said first plurality of indicia of a first type match any of said second plurality of indicia of a first type,

said lottery controller being programmed to match said indicia of a second type with at least one of said second plurality of indicia of a first type, and

said lottery controller being programmed to determine a value payout associated with an outcome of said game.

59. A government-sponsored lottery gaming system as defined in claim 58,

wherein said lottery controller is further programmed to randomly associate a multiplier factor with said wager, and

wherein said lottery controller is programmed to multiply said value payout by said multiplier factor.

60. A government-sponsored lottery gaming system as defined in claim



59,

wherein said lottery controller is programmed to randomly assign a value to said multiplier factor, and

5 wherein said lottery controller is programmed to multiply said value payout by said randomly assigned value.

61. A government-sponsored lottery gaming system as defined in claim 59, wherein said lottery controller is programmed to randomly associate said multiplier factor with said indicia of a second type.